

(19) World Intellectual Property Organization International Bureau



(43) International Publication Date  
6 May 2005 (06.05.2005)

PCT

(10) International Publication Number  
WO 2005/039715 A3

(51) International Patent Classification<sup>7</sup>: A63F 13/12 (81) Designated States (unless otherwise indicated, for every kind of national protection available): AE, AG, AL, AM, AT, AU, AZ, BA, BB, BG, BR, BW, BY, BZ, CA, CH, CN, CO, CR, CU, CZ, DE, DK, DM, DZ, EC, EE, EG, ES, FI, GB, GD, GE, GH, GM, HR, HU, ID, IL, IN, IS, JP, KE, KG, KP, KR, KZ, LC, LK, LR, LS, LT, LU, LV, MA, MD, MG, MK, MN, MW, MX, MZ, NA, NI, NO, NZ, OM, PG, PH, PL, PT, RO, RU, SC, SD, SE, SG, SK, SL, SY, TJ, TM, TN, TR, TT, TZ, UA, UG, US, UZ, VC, VN, YU, ZA, ZM, ZW.

(21) International Application Number: PCT/JP2004/016367

(22) International Filing Date: 28 October 2004 (28.10.2004)

(25) Filing Language: English

(26) Publication Language: English

(30) Priority Data: 29 October 2003 (29.10.2003) JP 2003-369552

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(84) Designated States (unless otherwise indicated, for every kind of regional protection available): ARIPO (BW, GH, GM, KE, LS, MW, MZ, NA, SD, SL, SZ, TZ, UG, ZM, ZW), Eurasian (AM, AZ, BY, KG, KZ, MD, RU, TJ, TM), European (AT, BE, BG, CH, CY, CZ, DE, DK, EE, ES, FI, FR, GB, GR, HU, IE, IT, LU, MC, NL, PL, PT, RO, SE, SI, SK, TR), OAPI (BF, BJ, CF, CG, CI, CM, GA, GN, GQ, GW, ML, MR, NE, SN, TD, TG).

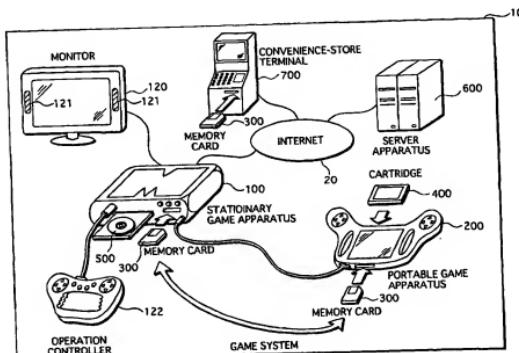
Published:

— with international search report

(88) Date of publication of the international search report: 27 October 2005

[Continued on next page]

(54) Title: GAME SYSTEM



WO 2005/039715 A3

(57) Abstract: Provided is a game system in which a plurality of game execution apparatuses, having internal structures different from each other, are capable of proceeding with a game while sharing characteristics of a character appearing in the game. A stationary game apparatus 100 obtains character data from a server apparatus 600, and writes the character data to a memory card 300. The stationary game apparatus 100 executes a stationary game software program stored in a DVD 500, using the character data stored in the memory card 300. A portable game apparatus 200 executes a portable game software program stored in a cartridge 400, using the character data stored in the memory card 300.



*For two-letter codes and other abbreviations, refer to the "Guidance Notes on Codes and Abbreviations" appearing at the beginning of each regular issue of the PCT Gazette.*